

BARROW OF THE OGRE KING

A DUNGEONS & DRAGONS® *LIVING*
FORGOTTEN REALMS ADAPTED ADVENTURE

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For many years, goblins have laired in a nearby dungeon hidden in the boughs of the Southwood. This dungeon is known to some as the Barrow of the Ogre King. Recently, the goblins have become bold enough to leave their dungeon home to raid the nearby town of Loudwater. It is up to your newly-formed band of adventurers to deal with the threat the goblins pose and discover why they've attacked the town. An adventure set in Loudwater for characters levels 1-2. This adventure is found in the *Forgotten Realms Campaign Guide*.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure and receive rewards from the RPGA REWARDS program, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event, called the senior gamemaster, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the RPGA REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-2. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group

to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.

- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the *Forgotten Realms Campaign Guide* to run this adventure.

You should be aware that this adventure will run longer than a standard *Living Forgotten Realms* adventure. The estimated play time for this adventure is about 6 hours.

In this document, you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter will have notes on the rewards for the characters, and a total will be given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

DM'S INTRODUCTION

Before starting *Barrow of the Ogre King*, you'll run the characters through the encounter entitled "Raid on Loudwater" on page 6 of the *Forgotten Realms Campaign Guide*. Then the adventure proper can be found on page 18. Select the "Garwan's Curiosities" option from the "Involving the PCs" section for an appropriate hook.

ENCOUNTER 1: RAID ON LOUDWATER

ENCOUNTER LEVEL 2 (600 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove four goblin cutters.

Six PCs: Add one goblin warrior. Place the warrior behind the other two on the map.

EXPERIENCE POINTS

The characters receive 120 experience points each for defeating the goblins.

TREASURE

The goblin hexer has a message scroll among his possessions (see “Finding the Barrow” on page 18 for the scroll’s contents).

Also, if the PCs prevent the goblins from escaping, Garwan offers them the *horn totem* as thanks for protecting his shop. The *horn totem* is detailed on page 11 of the *Forgotten Realms Campaign Guide*.

ENCOUNTER 2: B1. COMMON ENTRANCE

ENCOUNTER LEVEL 1 (175 XP)

SCALING THE ENCOUNTER

No adjustment is necessary.

EXPERIENCE POINTS

The characters receive 35 experience points each for defeating the trap.

TREASURE

No treasure.

ENCOUNTER 3: B2. SLAUGHTER PIT

ENCOUNTER LEVEL 4 (850 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one goblin skullcleaver.

Six PCs: Add one goblin skullcleaver. Place the skullcleaver in between the goblin warriors on the map.

EXPERIENCE POINTS

The characters receive 170 experience points each for defeating the goblins.

TREASURE

No treasure.

ENCOUNTER 4: B3. CONTESTED HALLWAY

ENCOUNTER LEVEL 2 (625 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one zombie.

Six PCs: Add one zombie. Place the zombie near the zombie rotters.

EXPERIENCE POINTS

The characters receive 125 experience points each for defeating the goblins.

TREASURE

Both rooms contain a few pieces of treasure. A character can make a DC 15 Perception check in the crypt to locate one ruby worth 40 gp per character. Characters in the shrine find a cache on the marble base of the statue containing 60 gp per character.

ENCOUNTER 5: B4. UPPER CATACOMB

ENCOUNTER LEVEL 3 (700 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one hobgoblin soldier.

Six PCs: Add one hobgoblin soldier. Place the hobgoblin soldier next to one of the other soldiers without blocking the doorway.

EXPERIENCE POINTS

The characters receive 140 experience points each for defeating the goblins.

TREASURE

No treasure.

ENCOUNTER 6: B5. GOBLIN WARREN

TREASURE

Among the junk and filth of this room are actually a few valuables. A search of the area reveals 50 gp per character in antiques, a suit of *delver's armor +1*, a *+1 symbol of hope* and a *+1 wand of ray of enfeeblement*. Also among the items are two 50-foot lengths of rope, 15 crude torches, and a supply of stale, moldy food and over-fermented ale and spirits.

ENCOUNTER 7: B7. TOMB OF THE OGRE KING

ENCOUNTER LEVEL 3 (750 OR 1250 XP)

SCALING THE ENCOUNTER

No adjustment is necessary.

EXPERIENCE POINTS

The characters receive 150 experience points each for defeating Sancossug, or 250 experience points each for brokering a deal with him.

TREASURE

Within the sarcophagus lies a *skull totem*. The *skull totem* is detailed on page 21 of the *Forgotten Realms Campaign Guide*.

CONCLUSION

If the characters completed Encounter 1, they earn the story award *Defender of Loudwater*. If the characters brokered a deal with Sancossug instead of defeating him in combat, they earn the story award *Deal with a Goblin*.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 1: Raid on Loudwater

120 XP

Encounter 2: B1. Common Entrance

35 XP

Encounter 3: B2. Slaughter Pit

170 XP

Encounter 4: B3. Contested Hallway

125 XP

Encounter 5: B4. Upper Catacomb

140 XP

Encounter 7: B7. Tomb of the Ogre King

150 XP if fought, 250 XP if negotiated

Total Possible Experience

740 XP or 840 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some

characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

150 gp

(Encounter 4: 100 gp, Encounter 6: 50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *horn totem*

Found in Encounter 1

Bundle B: *delver's armor +1*

Found in Encounter 6

Bundle C: *+1 symbol of hope*

Found in Encounter 6

Bundle D: *+1 wand of ray of enfeeblement*

Found in Encounter 6

Bundle E: *skull totem*

Found in Encounter 7

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 100 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

ADAP01 Defender of Loudwater

Your brave defense of the town has endeared you to the folk of Loudwater. You've also inspired other residents of the town to take up the mantle of vigilant protection of their homeland.

ADAP02 Deal with a Goblin

You brokered a deal with the goblin shaman Sancossug. He has agreed to not bother the town of Loudwater any further, and regards you with begrudging respect.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form. <This is an optional section.>

1. Did the characters learn about the Ogre King from Sancossug?

- a. Yes.
- b. No.

2. How did the characters deal with Sancossug?

- a. They brokered a deal with him and gave him the *horn totem*.
- b. They defeated him in combat and killed him.
- c. They defeated him in combat and turned him over to the town of Loudwater.